SKYREALMS of JORUNE™ CHARACTER SHEET

PLAYER

Name
Race
Origin
Occupation

Constitution		Strength		Speed	
Social		Education		Aim	
Color		Learn		Spot	
Isho		Agility		Listen	

STAMINA

Height
Weight
Age
Sex

WOUNDS		
Body	1-10	
Left Leg	11	
Right Leg	12	
Secondary Arm	13-14	
Weapon Arm	15-18	
Head	19-20	

SKILL DIFFICULTIES

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

MODIFIERS

Advantage Bonus
Hit Bonus
Injury Bonus
Lifting Weight
Running Speed
Size Modifier
Strength Bonus

ATHLETICS

Climb E
Jump E
Swim E

INTERACTIONS

Acubon H
Blount M
Boccord M
Bronth M
Cleash V
Corastin M
Croid H
Crugar H
Cygra M
Human M
Muadra M
Ramian V
Salu M
Scarmis H
Shantha V
Thivin M
Thriddle H
Tologra H
Trarch M
Woffen M

SKILLS

ANIMAL HANDLING

Creature Care H
Thombo M

PRACTICAL SKILLS

Arithmetic E
Bio-tec (Basic) E
Current Events E
Earth-tec (Bas) E
Fauna Recog. E
Flora Recog. E
Geography (B) E
Geology (Bas) E
History (Local) E
Lore
Traveler E
Weather E

COMMON SKILLS

Bargain E
Bribe E
Bureaucracy E
Conceal Self E
Contacts E
Cooking E
Fast Talk E
First Aid E
Foraging E
Gaming E
Getting Around
Information
Search E
Search E
Stealth E
Tailing E
Teaching E
Tracking E
Wilderness
Travel E

OTHER SKILLS

Etiquette

Language

CHARACTER PORTRAIT

COMBAT SKILLS

Advance
Defend w/o Weapon
Defend with Shield
Entangle
Fist
Kick
Tackle
Withdraw

MOON SKILLS

Desti [Red]
Du [Amber]
Ebba [Yellow]
Gobey [Brown]
Launtra [Green]
Shal [Blue]
Tra [White]

ISHO SENSITIVITY

Color Points
Max Isho

Caji Entropy H
Estimate Isho H
Tra Sense H
Warp Stabilization H

False Signature H
Mask Signature H
Race Signature H
Signature Spectrum H

COMBAT SUMMARY

Roll 1d20 for Advantage.
Apply Advantage modifiers.
Roll 1d20 for Attack or Defend action.
Apply modifiers for Size, Agility, Hit or Weapon, plus modifiers from the sholari for difficulty.

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If the hit is successful, roll 2d6 for Armor Penetration, 1d20 for Location and 2d6 for Damage. Apply Injury Bonus.

CHARACTER BACKGROUND

MELEE WEAPONS

NAME	SKILL	NOTES

KNOW THE LEVEL OF YOUR SKILL WITH THE WEAPON.

Advantage modifier for melee weapons is -3 for Unfamiliar, 0 for Familiar, +3 for Experienced, +5 for Seasoned.

RANGE WEAPONS

NAME	SKILL	RANGE	NOTES

DYSHAS*

NAME	SKILL	RANGE	ISHO	REQUIRED MOONS, EFFECT and NOTES

*The 1/20 automatic success/failure does not apply to dyshas. You may attempt a dysha which you have listed, but for which you have not achieved a "first weave." A "1" (automatic success) counts as your first weave.

FOCUSES and CHARACTER IMPROVEMENT

SKILL	DIFF	ATTAINMENT POINTS	MISCELLANEOUS ATT. PTS.

MONEY and POSSESSIONS

Begin with 3d6 links.

NOTES